SNS-AXGE-USA

NBA HANG TIME™

INSTRUCTION BOOKLET

MIDWAY

MIDWAY HOME ENTERTAINMENT INC.
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K-A
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OFFICIAL NBA LICENSED PRODUCT

MIDWAY.
SUPER NINTENDO ENTERTAINMENT SYSTEM

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SPECIAL MOVES

Spin Move: As you dribble, quickly tap the Turbo Button twice.

Ally Oop: Pass the ball when a teammate flashes brightly in the air toward the hoop.

Double Dunk: As you or a teammate jumps toward the net with the ball, the player with the ball passes to the teammate jumping toward the net behind him.

See **Cool Moves**, pg. 17, for more special moves.

NUMBER OF PLAYERS

NBA HangTime supports up to 4 players with a multi-player control adapter plugged into your Super Nintendo console. At anytime before or during a game, players can begin or join a game in progress automatically by picking up a controller and pressing a button.

MAIN MENU

At the Title Screen, press the **B Button** to view the Main Menu. Press the **Control Pad Left** or **Right** to highlight an option, or press the Select Button to go to the Options Screen (see **Options**, pg. 12). Press **START** to select one of these three options:

Enter Name

This option first takes you to the Player Setup Screen. Up to 4 players can press the **D-Pad Left** or **Right** to select a player position. Press **START** to go to the Enter Name Screen.

This process allows the game to accumulate your personal stats each time you enter your name and pin number prior to the game.

If you've created a player character, enter the name you chose when you created your player (see **Create Player**, pg. 8). The game will make that character available at the Select Team Screen (see **Selecting Your Team**, pg.13). To enter your name, see next page.

MAIN MENU

1 Press your **Control Pad Up**, **Down**, **Left** or **Right** to highlight characters, then press the **B Button** to select.

2 Repeat step **1** until up to six characters have been entered. Select the blank area (space) to separate letters or the arrow icon (delete) to fix mistakes.

3 Select **EX** (Exit) to enter the name and go to the Enter Pin option.

4 Repeat the above process to select a personal pin number for your name. If you've entered a created player's name at the Enter Name Screen, enter the pin number you chose for that player. His or her name will appear at the Select Team Screen (see **Selecting Your Team**, pg. 13).

Select Teams

Select this option to go directly to the Select Teams Screen. You can select the team you want, then get right on the court quick and easy (see **Selecting Your Team**, pg. 13).

CREATE A PLAYER

Just like the arcade game, this option lets you create your own character and take on the NBA's best players. You can also modify a previously created player. Prior to any game you play, you can enter your created player's name and pin number. The new character will then be available at the Team Select Screen (see **Selecting Your Team**, pg. 13). Press your **Control Pad Up** or **Down** to highlight options, then press the **B Button** to select. The following options are available to create your player:

Enter Name/Pin

Your newly created player will need a name and personal pin number. Follow these steps:

1 Press your **Control Pad Up**, **Down**, **Left** or **Right** to highlight characters, then press the **B Button** to select.

2 Repeat step **1** until up to six characters have been entered. Select the blank area (space) to separate letters or the arrow icon (delete) to fix mistakes.

3 Select **EX** (Exit)) to accept. You'll go to the Enter Pin option.

4 Repeat steps 1 and 2 in the above process to select a personal pin number for your character. When you've finished, it will tell you whether your character has or doesn't have a record.

- **View Stats**

If you have a new character to create, you won't have any accumulated stats to view in this option. If you have created a character, you can enter the name and pin number to view accumulated statistics. Press any button to cycle through the stats.

- **Head**

Press your **Control Pad Left** or **Right** to view the available heads for your new character. When you've finished, press any button to exit and move on to the next option.

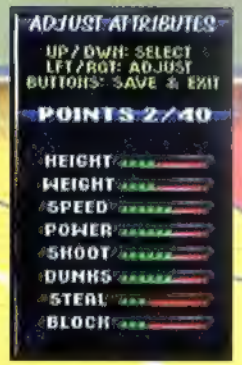
- **Uniform**

Press your **Control Pad Up** or **Down** to highlight the uniform colors you like. Press **Control Pad Left** or **Right** to cycle through NBA home and away colors. When you've finished, press any button to select your uniform and exit the option.

Note: Custom uniform colors cannot be changed.

- **Attributes**

Press your **Control Pad Up** or **Down** to highlight the attribute you want to modify. Press **Control Pad Left** or **Right** to increase or reduce the amount of skill points for a particular attribute. Your total points available are displayed above the attributes. When you make changes, these points diminish or decrease. To make points available for an attribute you want to increase, you must reduce points in other attributes and transfer them.



As you make changes, your attributes will change in the window below your player's likeness. When you've finished, press **Any Button** to exit the option.

Note: Players created to be very tall do not appear larger during the game, but they will still play with the advantages and disadvantages that taller players have.

- **Privileges** - You can select 2 of the 5 available privileges for your new player. Press your **Control Pad Up** or **Down** to highlight the privilege you want to select. Press **Control Pad Left** or **Right** to select.

Here are your choices:

No Tag Arrow

This option removes the possession arrow above your created player's head during the game. Your opponent's eyes will have a harder time locating your player on and off screen.

CREATE A PLAYER

Stealth Turbo
Select this option to remove the turbo gauge from the top of the screen as you play a game. Also, your player's shoes will not change color. Your opponent won't have the advantage of knowing how much turbo you have remaining or when you use it.

Hide Attributes
If you choose this option, your opponent won't be able to see your distribution of attribute points at the Select Team Screen (see **Selecting Your Team**, pg. 13).

Super Rebound
Players with this option selected have a greater chance of getting loose balls, offensive rebounds and defensive rebounds.

Smarter Drone
If your teammate is controlled by the CPU, this option will make him smarter and play better than the average drone. You need to defeat all 29 NBA teams before you may select this privilege.

- **New Pin** - You can change your player's pin number (see **Enter/Name Pin**, pg. 8).
- **New Name** - Change your player's name using this option (see **Enter/Name Pin**, pg. 8).
- **Save/Exit** - Select this option to save your modifications. Select **YES** to confirm and exit or **NO** to return to the Create Player options.

OPTIONS SCREEN

Make modifications to your game's default configuration. Press your **Control Pad Up** or **Down** to highlight the option you want to change, then **Control Pad Left** or **Right** to toggle the options. Here are the options:

- **Clock Speed** - You can adjust the speed of the games with this option. The default setting is **Normal**. Select a setting higher to speed up the quarters, or lower the setting for a slower clock.
- **Drone Difficulty** - Set the difficulty setting for the CPU players to meet your skill level. The game's default setting is **Normal**.
- **Music** - Turn the music volume level up or down with this option.
- **Computer Assistance** - When this setting is ON, a CPU controlled team will always keep the games competitive. If you achieve a large lead against the CPU, they'll step up their intensity to close the gap.

SELECTING YOUR TEAM

The Select Team Screen displays the players and teams available in the game. Press your **Control Pad Up** or **Down** to move the team you want over the red or blue center line in the selection window. Press **Control Pad Left** or **Right** to select one of the 20 available 2-man squads for the team you chose.

As you cycle through the squads, their player attributes appear in the window below their faces. When you find the players you want, press **START** to select them and go to the Match Up Screen.

SELECTING YOUR TEAM

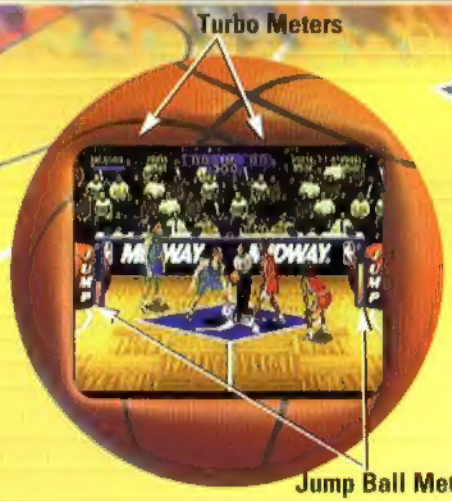
Special Codes

The Matchup Screen displays the names and logos of the two competing teams. At the bottom left portion of the screen, there is a three digit area to enter special codes just like the arcade game. You can enter codes by pressing the **Y Button** (first digit), **B Button** (second digit) or the **A Button** (third digit).

These codes can be found in magazines, strategy guides, on the internet or with a little experimentation on your part!

ON THE COURT

Are you ready to do some high flyin' slammin' and jammin'? Let's get you familiar with the game screen before you start. Here are some things you'll need to know:



Jump Ball Meter

At the start of the game, you're player is at center court for the jump ball. The gauges on the right and left display the jump power for each of the two players in the circle. To have a better chance to win the jump, quickly tap on your **Turbo** and **Jump Button** to boost the power and height of your jump.

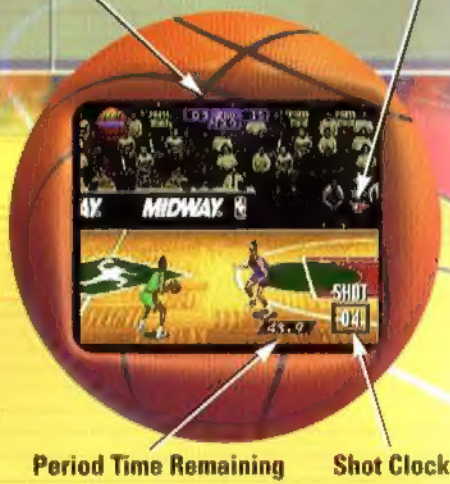
Turbo Meter

The top of the screen displays a green Turbo Meter under the names of the four players on the court. As you use your turbo, the green bar diminishes, until it's gone. It recharges automatically when you aren't using it.

ON THE COURT

Scoreboard

At the top of the screen, the Scoreboard displays the score of the game, the Quarter and the Time remaining. When the clock is under one minute, it is displayed on-screen until time expires.



Shot Clock

When you gain possession of the ball, you have 24 seconds to release the ball from your hands toward the hoop. When the shot clock counts down to 10 seconds, it will appear in the lower right portion of the screen to let you know. If you don't shoot in time, the words "SHOT CLOCK VIOLATION" will appear, and possession of the ball will be given to the other team.

Tag Arrow

Above each player's head is a numbered arrow displaying a 1, 2, 3 or 4. The number lets players 1 through 4 know which player they are controlling on the court. When a player is off-screen, the arrow moves to the side of the screen, pointing to the location of the player.

COOL MOVES

This is the fun stuff! To learn the cool moves in *NBA HangTime*, read through the following information:

Dribbling

The computer takes care of your player's basic dribbling, but you can put some moves into the dribbles to keep from getting the ball stolen. While dribbling, quickly tap the **Turbo Button** twice to do a spin move around a player.

Shooting

In *NBA HangTime* , there's more to shooting than just pressing the **Shoot Button**. There's a good chance that another player will be in-your-face every time you attempt a shot. If a player jumps to block your shot just as you press the **Shoot Button**, you can hold the button down to delay the release of your shot.

To get a little more height and energy into your shot, try pressing the **Turbo** and **Shoot Button** at the same time. The best chance to nail your blocker occurs when you release the ball at the peak of your jump.

Also, to shoot around your opponent, try pressing the **Control Pad** in all directions. Your player will do a fade away, a lean-in shot or a left/right leaning shot, depending on which way you hold the **Control Pad.**

COOL MOVES

Passing

This isn't always such an easy skill. Make sure your man is open when you pass, and don't be a ball hog - it is much harder to take the ball away from two players working as a team. You can press the **Pass Button** as you go to the hoop to dish off to your teammate or to escape any opponents who are in-your-face at the hoop. Skilled Point Guards pass more creatively then big men or Forwards.

Rebounding

Don't always assume the ball is going down. Time your jumps at the net, so you can bring it down. Press your **Shoot Button** and the **Turbo Button** together to get high in the air. When you get the rebound, your teammate should be running down the floor toward your net. Pass it deep.

Offensive rebounds are a must. Follow your shot to the net to rebound a possible miss, then try pressing the **Shoot Button** while you're in the air. It's a pretty sweet move.

COOL MOVES

Blocking Shots
This is one of the keys to a great defensive game. Try to time a players shot attempt, then step in front of him and press the **Shoot Button**. If he's way up there, press your **Shoot Button** and the **Turbo Button** to greet him above the rim.

Head Fake
Quickly tap the **Shoot Button** to execute this move. A well executed head fake may cause your opponent to mis-time his block attempt.

Protecting the Ball
If, for some reason, you hold up and have to pass the ball or shoot, quickly tap the **Turbo Button** to grasp the ball hard and move it from side-to-side. This will make it more difficult for your opponent to steal the ball.

Hard Contact
Here's a move that will help you start a run. Press the **Turbo** and **Pass Button** to knock your opponent on his butt. The ball may or may not come loose, but it's a good opportunity to create a turnover.

COOL MOVES

The Alley Oop!
Yes, the most exciting part of the game! Dazzle your friends with this one. As you go hard toward your net, watch for your teammate flying toward the net. When he jumps high and flashes in the air, press the **Pass Button** to dish the ball off. If all goes well, he'll slam it home! Press **Turbo** and the **Shoot Button** together to go up yourself.

On Fire!
A player who sinks three hoops in a row becomes *On Fire*. The ball will smoke when he gains possession. When he shoots the ball, he has a much greater chance of making any shot he throws. Take full advantage of a teammate who's *On Fire*. It's no time to be a ball hog. To extinguish a player who's *On Fire*, the opposing team need only make one basket. When a team of players do three Alley Oops or Double Dunks in a row, you achieve *Team Fire*. At this point, both players are on fire for a period of time. Take your opponents to town and start a run. To stop *Team Fire*, the opposing team must complete an Alley Oop or Double Dunk.

COOL MOVES

If a player or team is *On Fire* at the end of a quarter, they will still be *On Fire* to start the next quarter.

TIP: A player's attributes will tell you what skill he is best able to perform. A good shooter will make more 3-pointers, a power player will get more rebounds and be harder to clear out, and a dunker will do higher, more exciting dunks. Remember this when you select a player (see **Selecting Your Team**, pg. 13).

The Double Dunk

Oh...wait...*this* is the most exciting part of the game! Teammates can both jump high and drive hard to the hoop, then the ball carrier must press the **Pass Button** to dish off to his teammate behind him. Repeat this move, then leave your opponents guessing if you'll pass or not. Either way, you should be able to score. The player without the ball must press the **Turbo** and **Shoot Button** to jump high toward the net, behind the teammate carrying the ball.

SUBSTITUTION

At half time, you have the opportunity to substitute one or both players. You won't be able to change teams, so you'll have to select different players from the team you chose prior to the game. At the Substitution Screen, press your **Control Pad Left** or **Right** to cycle through the available players, then press **START** to return to the floor.

STATISTICS

At Half-time, the Half-time Stats Screen will appear with current game stats for all four players in the game. If a player is *On Fire* at the end of a half, his stat window will have fire in it. At the end of the game, the End Game Stats Screen will appear. Like the Halftime Stats Screen, the Player of the Game will flash. Following the End Game Stats Screen, the Scoring Breakdown Screen appears. It displays the breakdown of both team's point totals for each quarter.

COACHING TIPS

After the 1st and 3rd quarters, Coaching Tips are displayed. Read them carefully to get helpful playing tips and special moves. If you go into Overtime, you'll get more tips between each quarter.

HIGH SCORES

High scores are automatically entered into the memory when you finish a game. To achieve a high score, a created player must complete a minimum of 5 games. The name you entered prior to the game will appear on the High Scores, if you played well enough. The high scores will be displayed in the demo mode following a game. Press the **B Button** to cycle through them, or press **START** to return to the Main Menu.

Keep a hard copy of your High Scores here!

PLAYER	SCORE

PLAYER	SCORE

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